

FIG. 1

FIG. 2



FIG. 4

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graph TD
    520[CALL CALCULATE BLOW] --> 522[GET POSITION SWORD]
    522 --> 524[CALCULATE SWORD INERTIA]
    524 --> 526[GET SWORD VELOCITY VECTOR]
    526 --> 528[GET GAME SWORD POSITION]
    528 --> 530[GET GAME SWORD VELOCITY VECTOR]
    530 --> 532[GET GAME SWORD BLOW INTENSITY]
    532 --> 534[CALCULATE BLOW/  
RETURN BLOW TORQUE VECTOR]

```

**FIG. 5**

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graph TD
    540[CALL SWORD BLOW] --> 542[GET GYRO POSITION]
    542 --> 544[GET GYRO ROTATION]
    544 --> 546[GET CALIBRATION FACTORS]
    546 --> 548["CALCULATE TORQUE1  
TORQUE2"]
    548 --> 550["OUTPUT (IMPULSE)  
TORQUE1  
TORQUE2"]
    550 --> 552[GYRO POSITION CONTROL]

```

FIG. 6

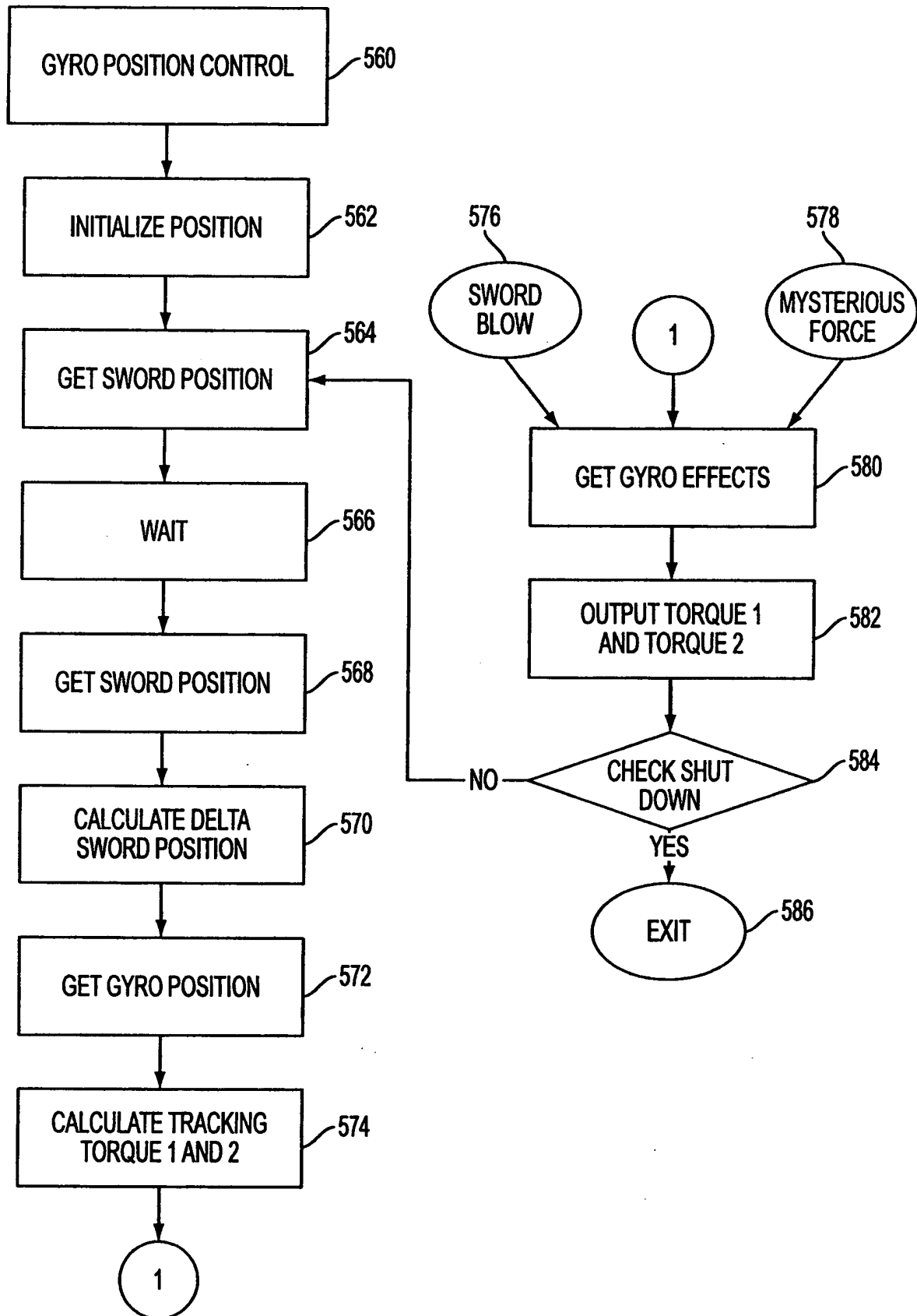


FIG. 7

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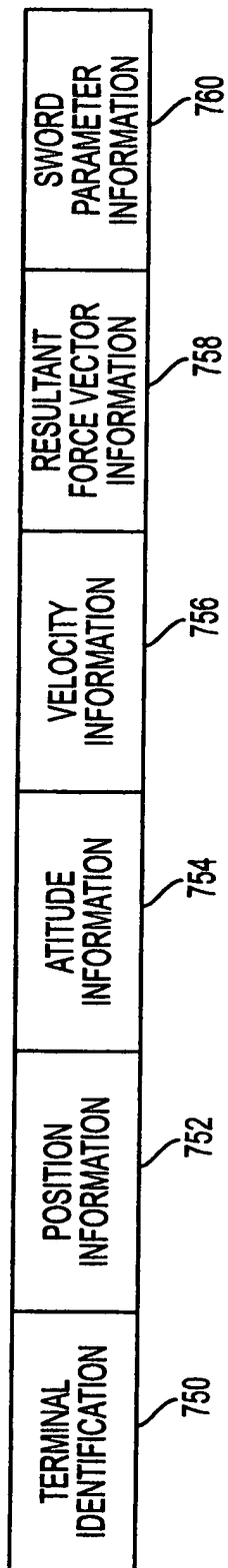
graph TD
    590[MYSTERIOUS FORCE] --> 591[GAME DESIRED  
XYZ POINT  
FOR SWORD]
    591 --> 592[GET SWORD  
BASE POINT]
    592 --> 593[GET SWORD POSITION]
    593 --> 594[CALCULATE SMALLEST  
SWORD DELTA TO  
DESIRED XYZ]
    594 --> 595[CALCULATE  
TORQUE1  
TORQUE2]
    595 --> 596[MYSTERY FORCE  
FACTOR]
    596 --> 597[OUTPUT TORQUE 1  
AND TORQUE 2 TO  
POSITION CONTROL]

```

FIG. 8





[illegible]

**FIG. 9B**

